

★Supported by NEOGEO POCKET and NEOGEO POCKET COL



#### WARNING

#### To get the most enjoyment out of this and other NEOGEO POCKET video games, we encourage you to follow the suggestions below.

•Be sure to take a break at least once every hour. When you are very tired or are sick, it is best to refrain from playing until your body has returned to normal.

Be sure to play video games in a bright environment at a healthy distance from the screen.

# [EPILEPSY WARNING]

## Please read before playing

the NEOGEO POCKÉT system

The perception of certain flashing light paterns, bright light patterns or auditory sound paterns, commonly found in our daily environment, as viewed or heard by a small segment of the population, can lead to epileptic seizures. If you have an epileptic condition, please consult your physician before playing video games. Individuals who have not experienced any previous sei-

zures may have an undetected epileptic condition. If you experience any of the following symptoms while playing video games, consult your physician: involuntary muscle contractions, auditory seizures, altered vision, mental confusion,

disorientation and convulsions.

# AVERTISSEMENT

# PRECAUTIONS A PRENDRE DANS TOUS LES CAS POUR

### L'UTILISATION D'UN JEU VIDEO

- •Ne vous tenez pas trop près de l'écran. •Jouez à bonne distance de l'écran de télévision et aussi loin que le permet le cordon de raccordement
- Utilisez de préférence les jeux vidéo sur un écran de petite taille.
- ●Evitez de jouer si vous êtes fatigué ou si vous manquez de sommeil.
- · Assurez-vous que vous jouez dans une pièce bien éclairée
- En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures.

# AVERTISSEMENT SUR L'EPILEPSIE

A lire avant toute utilisation d'un ieu

vidéo par vous-même ou votre enfant Certaines personnes sont susceptibles de faire crises la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou qu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant toute utilisation. Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant

d'épilepsie ou d'avoir des pertes de conscience à

présentez un des symptômes suivants: vertige, trouble de la vision, contraction des veux ou des muscles, perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et con-

sulter un médecin

# AVISO

Para que pueda disfrutar más de este v otros vídeo juegos de mano

## "NEOGEO POCKET", recomendamos que sigan las siguientes sugerencias.

 Asegurese de descansar por lo menos una vez cada hora. Cuando esté muy cansado u enfermo, es mejor no jugar hasta que se recupere.

 Asegurese de jugar en una habitación bien iluminada.

# [AVISO DE EPILEPSIA]

## POR FAVOR DE LEER ANTES DE JUGAR EL SISTEMA

NEOGEO POCKET La percepción de ciertos patrones de luces artificiales, patrones de luces brillantes o patrones de sonidos auditivos, comúnmente encontrados en nuestro medio ambiente, visto u escuchado por una pequeña parte de la población, puede conducir a un ataque epiléptico. Si tiene una condición epiléptica, consulte con su médico antes de utilizar un sistema de vídeo juego. Individuos que nunca antes

han pasado por una experiencia epiléptica, pudiera tener una condición epiléptica nunca antes detectada. Si usted experimenta algunos de los siguientes síntomas mientras juega vídeo juegos, consulte con su médico; contracciones musculares involuntarios, ataques auditivos, alteración de visión, confusión mental, desorientación y convulsiones.

# WARNUNG

Um den größtmöglichen Spielspaß mit diesem oder anderen NEOGEO POCKET-Videospielen zu erlangen,

möchten wir Sie bitten die nachfolgenden Hinweise unbedingt zu beachten!!!

Stellen Sie sicher, daß Sie nach jeder Spiel-

stunde eine Spielpause einlegen! Wenn Sie übermüdet oder krank sind, ist es ratsam von dem Spielen eines Videospieles abzusehen, bis Ihr Körper sich regeneriert hat! • Stellen Sie sicher, daß Sie Videospiele in ein-

er hellen Umgebung und einem gesunden Abstand zum Bildschirm spielen!

# [EPILEPSIE-WARNUNG] Bitte lesen Sie dies bevor Sie mit dem

NEOGEO POCKET-System spielen!!

One geistige Wahrnehmung von gewissen blitz-

enden Lichtmustern, grellen Lichtmustern oder hörbaren Schallmustern, welche im Allgemeinen in unserer alltäglichen Umgebung zu finden sind, ren. Sollten Sie Epileptiker sein, konsultieren Sie bitte erst Ihren Arzt bevor Sie Videospiele spielen! Menschen, welche bisher keine Erfahrung mit Anfällen hatten, haben womöglich eine bisher unerkannte Neigung zu epileptischen Anfällen. Sollen Sie irgendwelche der nachfolgenden Symptome während des Spielens mit Videospielen bie sieh oder

anderen bemerken, konsultieren Sie bitte sofort Ihren Arzt: unkontrollierte Muskelzuckungen, Hörstörungen, Sehstörungen, geistige Verwirrung, Desorientierung, Krämpfe und Zuckungen!

können betrachtet oder gehört bei einem kleinen Teil der Bevölkerung zu epileptischen Anfällen füh-

## ATENÇÃO

A fim de desfrutar ainda mais os videogames do NEOGEO POCKET, recomenda-se seguir as

## sugestões abaixo.

- Assegurar-se de descansar pelo menos uma vez a cada hora. Quando sentir-se cansado ou enjoado, parar de jogar até que se sinta melhor.
- Procurar jogar em ambientes bem iluminados e a uma razoável distância da tela do aparelho.

# [ CUIDADOS COM A ] EPILEPSIA ]

#### Favor ler antes de começar a jogar com o NEOGEO POCKET

♠ A percepação de certos padrões de luzes, padrões de luzes muito claras ou ainda padrões sonoros, normalmente presentes diariamente ao nosso redor, pode vir a causar ataques epiléticos âqueles já susceptíveis a tais ataques. Caso você possua tal tendência ou susceptibilidade, recomenda-se consultar seu médico antes de fazer usos de iogos de videogames. Ademais, mesmo aqueles que nunca experimentaram tal tipo de ataques podem possuir uma susceptibilidade ainda não detectada. Caso você venha a sentir alguma das condições descritas a seguir, consultar um médico: contrações musculares involuntárias, desconforto auditivo, visão alterada,

confusão mental, desorientação e convulsões.

# AVVERTIMENTO

Per godere appieno delle caratteristiche di questo o di altri videogiochi NEOGEO POCKET, si raccomanda di

osservare i seguenti suggerimenti
Non mancare di fare una pausa almeno una volta
ogni ora. Se si avverte stanchezza o leggero
malessere, è meglio smettere di giocare fino a
riprendere le condizioni fisiche normali.
Non eseguire il videogioco in un ambiente luminoso
e nonendosi molto distanti dallo schermo.

# AVVERTIMENTO PER L'EPILESSIA

Si prega di leggere prima di giocare con il sistema NEOGEO POCKET

●L'emissione di certi tipi di luci lampeggianti, di luci, comunemente diffuse negli ambienti quotidiani, se osservati o ascoltati da un piccola percentuale di persone, può causare attacchi epilettici. Per cui, se si è affetti da tale patologia, prima di giocare con i

videogiochi, consultare il proprio medico. Inoltre, potrebbero essers osggetti ad attacchi epilettici anche individui per i quali la malattia non è mai stata i avvertono i seguenti sintoni consultare un medico: contrazione involontaria dei muscoli, abbassamento dell'udito, alterazione della vista, confusione mentale, dell'udito, alterazione della vista, confusione mentale,

disorientamento e convulsioni.



#### INTRODUCTION

purchase of this NEOGEO POCKET software cartridge "NEO CHERRY MASTER COLOR." This software cartridge simulates the actual play of slot machine user's manual should be stored in a safe place after reading

- title is restricted for use to players who are
- use this game for gambling purposes. Be aware that certain game specifications and the contents of
- printed materials may have been changed for product

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"NEO CHERRY MASTER COLOR" is a slot machine game consisting of nine independent reels, which can make up a total of 8 lines: 3 horizontal lines, 2 diagonal lines, and 3 vertical lines.

POWER Switch OPTION Button



Joystick

A button

B button

BEGINNING GAME PLAY

When the "NEO CHERRY MASTER COLOR" software cartridge is correctly inserted into the NEOGEO POCKET main unit and the power is turned on, the Game Title screen will appear.

PUSH THE A
 BUTTON DURING
 THE TITLE DEMO

The title demo screen appears for

about a minute, but if the A button is pressed, the title domo screen can be called up anytime during the demo.

A START S



## SELECT A "GAME MODE"

Move the joystick up and down to select the desired game mode and push the A button ORIGINAL MODE -- A mode that

reproduces the real play of the Cherry Master slot machine. (See

OSIMPLE MODE -- A game with no bonus which saves high scores. The date and time is also displayed, (See p. 20.)

47 60 47 60 47 FORIGINAL HOL

0 9 60 9 6 TO BE TO BE

#### **SELECT GAME BEGINNING** Move the loystick up and down to 47 00 47 00 G

select how to begin a game and oush the A button NEW GAME...Start game play from the beginning CONTINUE ... Resume game

from the point where data was previously saved. (See p. 30.)

CONTINUE A 47 A 47 A T 60 T 60 T

#### **OSELECT "ENTER NAME"** (In "ORIGINAL MODE" only)

After selecting "NEW GAME" in step (a), choose whether to save a name by moving the joystick up and down, and push the A button. ●YES…Proceed to the Enter Name

●NO···Proceed to the Regular Stage game screen

7 80 97 80 9

F7 (B) F7 (B) F

# (In the Original Mode only)

Enter a name up to 6 characters.
Move the joystick up, down, right, and left to select a letter/character, and push the A button to save. Push the B button to delete or cancel. Move the cursor down to the bottom of the screen to select from Japanese Irragans, katakana, or



# roman characters. SAVING ENTERED NAMES

# (In the Original Mode only) Enter a six-character name or select

\*OK" on the Letter Entry screen to save a name. Up to 5 names can be saved on the name list. \*Saving the same name as one entered will delete all previously



# saved data for that name.

When the Game screen appears, press the A button. The CREDIT number will be set at "100," and the game will begin!





in "NEO CHERRY MASTER Color," In the "Original Mode," there are two stages: Clear the "Regular Stage" first to go on to the "Pro Stage."

\*Starred items (\*) can be set with the "GAME SETTINGS" item of the Option mode.

"You can't play Pro Stage before playing Regular Stage more than 5,000 times.

## SIMPLE MODE

A special mode for players who want the simple enjoyment of 8 line betting.

 Saves and displays the high score. ODisplays date and time.

BONUS NO OBET-----Fixed at 8 bets.

DOUBLE UP----NO SPINNING SPEED .... Select from Low (slow) and

High [fast]\* OSKILL STOP ..... Select from YES and NO\*

● PAYOUT RATE ------100% and above MESSAGE-----Japanese, English

OHELP.....YES BOOK KEEPING ------VES

#### ORIGINAL MODE - REGULAR STAGE

Experience the play of the slot machine game "Cherry Master," popular in casinos throughout the world.

●BONUS······YES (Settings	: Fixed at 3, 2 or 1)
BET Possible to be	t up to 16 points
● DOUBLE UP·······YES (BIG, SM.	ALL)
SPINNING SPEED Select from Le	ow [slow] and

SKILL STOP----YES

OHELP-----YES
OBOOK KEEPING-----YES

# ORIGINAL MODE - PRO STAGE Make more exact machine settings as a casino owner would.

And just like a pro, take on the challenge of real casino gaming!

●BONUS······	······YES (Settings: Select from
	"12, 7, 1"; "9, 5, 1"; and "6, 3, 1")*
●BET·····	Possible to bet up to 64 points.
●DOUBLE UP·······	"""YES (Select from "BIG, SMALL"
	and "HIGH, LOW")*
SPINNING SPEED	Select from Low [slow] and
	Minh Mantit

●BOOK KEEPING······YES



# ↑ ★ ↑ THE GAME SCREEN ◆ ◆ ◆ 1 REEL Pictures begin to scroll once the game is started.

letter increase (to a maximum of 8) as bets on lines are made.

BEONUS DISPLAY As shown in the diagram, when pictures a lined up, the total below a bonus category decreases one at a time.

this number becomes "0," a bonus is paid out.
[C.C.C.] .....: Cherry bonus (See p. 24.)

④ BET WINDOW ◆ Displays total number of credits bet on a game.
⑤ CREDIT WINDOW ◆ Displays number of points the player has currently earned Set to 100 at the beginning.

THE STAGE WINDOW DISPLAYS messages and scores

## ♦♦ PLAYING THE SLOTS ♦♦



Push the B button to bet one credit on each of the lines A to H, displayed next to each of the nine reels. (One credit can be bet on each of the lines for a total of 8 bets in a single game.) However, 8 bets are automatically set for the simple mode and the B button cannot be used.



Push the A button whon all bets are made. The 9 reels will all begin to revolve and the game will start. When the A button is pressed without making bets, the same bets network of the previous gmaking will automatically be made and the game will start. Further, when the maximum number of bets are maximum comber of bets are ends automatically between the previous start of the ends automatically and the game will begin without the A button being pushed.



With SKILL STOP, push the A button to stop neets one at a time. When all neets are stopped, the number of credits bet will be calculated. When a correct bet is made, the "With" display will appear on the winning line, and the total credits earned will appear in the message window if bets are unsuccessful, a "GAME OVER" message window and the game will end.

# ♦♦♦SPECIAL ODDS♦♦♦♦

**OCHERRY BONUS** (1) A "Cherry Bonus" is received when three cherries are lined up or





a line (2) When a pair of cherries are connected on a single line, a point is deducted below the "C.C.-." mark. When a "0" displayed here, a cherry bonus is received



## BELL BONUS



appears in the center of the screen, the number below the \*P.\* increases by increments of 10, and when a Bell Bonus is a bonus equal to the displayed total simultaneously added to the amount of credits.

#### **1 BAR BONUS**



bar marks appear on a line, a "1 BAR honus is received

# ♦♦♦♦♦\$PECIAL ODDS♦♦♦♦♦

When the same pictures or same types of picture are lined up on all nine reels, the Special Odds bonus is activated. These odds are different from normal line odds (NORMAL ODDS) and apply to all bets placed in the capes.

EY DOM	MER
O THE PART O	H LIME D
<b>₹</b>	200
個 ×	100
EE ×	50
<b>(30)</b> ×	30
(1) ×	20
A ×	18
	14
(iii) ×	10
₩ ×	10
(A) ×	10
	**************************************

NORMAL ODDS TABLE

ALL × 40

ALL X4
ALL X3
ALL X3

ALL 💮 × 100 ALL 🏐 × 50

ALL FRUITS × 15

ALL 9 437 × 1000

ALL 8 ❤️ ※ 400 ALL 7 ❤️ ※ 200 ALL 6 ❤️ ※ 100

ALL 4 (27) × 20 ALL 3 (27) × 5

ALL 2 (227) × 2
SPECIAL ODDS TABLE

select either of these types.

types of games in the Double Up game, "High, Low" and "Big, Small." In the Pro Stage, players can

#### DOUBLE UP GAME 1 ♦♦♦ HIGH, LOW

A game wherein one of the five cards placed face down are selected and a bet is made on whether the card is higher or lower than the card shown in the

upper part of the screen. Select one of the five cards by moving the joystick left and right, and push the A button to bet that the card is higher or the B button to bet the card is lower than the one appearing. The selected card will be shown, and if the selection is correct, the score earned in the slot machine game will be doubled. If the selection is wrong, the score becomes "0," the Double Up game ends, and the Slot Machine Game screen appears.



'In this game, it is possible to continue winning up to a maximum of five times, and by winning the fifth time, it's possible to earn the Bonus Score.

#### DOUBLE UP GAME 2 **♦♦♦♦** BIG. SMALL **♦♦♦**♦

A game wherein bets are made whether the card placed face down at the left of the screen is higher or lower than the number "7."

To bet that the card placed face down in the left of the screen

is higher than "7," push the A button; to bet it's lower than "7," push the B button. The selected card will be shown, and if the selection is correct, the score earned in the slot machine game will be doubled. If the selection is wrong, the score becomes "0," the Double

Up game ends, and the Slot Machine Game screen appears.



'In this game, it is possible to continue winning up to a maximum of five times, and by winning the fifth time, it's possible to earn the Bonus Score.

While waiting to bet on the Slot Machine game screen, push the OPTION button to call up the Option Menu window. Move the joystlek up and down to selectitems in the window and push the A button to decide on a selection.

After selecting this item

\*INSTRCTION
ODDS TABLE
CREDIT UP
BODKKEEPING
SETTING
POWER OFF
B = RETURN

# ♦♦ GAME DESCRIPTION ♦♦

and pushing the A button, a cursor shaped like a hand will appear on the screen. Move the cursor to the desired description and push the A button to read it (can be selected only in the Regular Stage of the Simple Mode). To return to the Slot Machine Game screen, push the B button.

But CREDIT on sight lines A to H to play GAME. BET × ODDS make

# +++++ WIN RATE +++++

Select this item and push the A button to call up the Odds Table. To return to the Slot Machine Game screen, push the B button.

200	497	497	9
100	艦	働	纖
50	體	器	1
30	550	200	ERRO

## ♦♦♦♦ INSERT COIN ♦♦♦♦

Select this Item and push the A button to add to credits. Up to 100 points can be added to the Regular Stage of the Simple Mode, and 500 points to the Pro Stage (selection of this is possible only when the number of remaining credits falls below those previous bet).

# **♦♦♦♦♦** GAME DATA ♦♦♦♦♦

Select this item and push the Abutton to call up the Book Keeping screen (can be selected in the Original Mode only). To return to the Slot Machine Game screen, push the B hutton.

## **♦♦♦♦GAME SETTINGS♦♦♦**♦

Select this item and push the A button to call up the Game Settings screen. To return to the Slot Machine Game screen, push the B button.



## **♦♦♦♦♦** POWER OFF **♦♦♦♦**♦

Select this item and push the A button to choose whether to save data and end the game. (See p. 30.)

Select "Power OFF" and push the A button in the

Option Menu window to open the window to choose whether to save game data or not. To save game data, move the joyatick right or left to select "YES" and push the A button. In the Original Mode, data is saved with the name entered before game play was beguin.



## ♦♦♦♦♦LOADING DATA♦♦♦♦

Select "CONTINUE" when beginning a game to call up the Saved Data List screen. Move the Joyatick up and down to select a name to resume game play, and push the A button. In the Simple Mode, select "CONTINUE" and push the A button to call up the Slot Machine Game

CHOOSE FROM DATAS
SNK 1300 P
DYNA 600 R
>CHERRY 20 R
O R





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